Flip 3: Treatments of Schizophrenia

Drug therapy

Fill out the first part of the table below using your information pack **(DO NOT complete the last 3 boxes- research, side effects, relapse)**

ANTIPSYCHOTICS

How can they be administered? How long are they taken for? →		
	Typical (around since _____)	**Atypical (around since _____)**
Example		
How do they work?	Act as _____ in the _____ system. They block dopamine _____ This reduces the _____ of the neurotransmitter This _____ the positive symptoms e.g. _____	These drugs act by binding to dopamine _____. Also act on _____ and _____ receptors. This can increase _____ And decrease _____ and _____.
Draw a small diagram of the synapse and what these drugs are doing to the receptors.		
Research support		
Side effects		
Relapse rates		

Cognitive behavioural therapy (CBT)

Answer the following questions to prepare for the lesson

1. What is the aim of CBT?

2. How might an individual's irrational thoughts be challenged?

3. In this video clip how does the therapist challenge his irrational thoughts?
   https://www.youtube.com/watch?v=w8namZ5rt2k

4. Is CBT a cure for the symptoms of schizophrenia?

5. What affect does understanding their delusions and hallucinations have on a patient?

Family therapy

1. Thinking about psychological explanations of schizophrenia: *Can you describe why family therapy was introduced as a form of treatment for schizophrenia?*

2. Using the information pack, make brief notes under the following headings:

- What happens in family therapy

- Why do relatives need to be involved in treatment?

- What evidence is there for family therapy working?

Token Economies (managing Schizophrenia)

Firstly, read about token economies in your information pack to give you an idea how they are used in the treatment of schizophrenia. Your task is then to design your own token economy by following the steps below:

1. Choose a context where you want behaviour to change, (e.g. behaviour in school, scouts, lunchtime, little brother/sisters at home etc.)

2. Pinpoint the behaviours that need to be changed- these should be specific, observable and measurable.

3. Choose the types of tokens to be used (e.g. plastic chips, gold stars, play money etc.)

4. Choose the reinforcers that the tokens can be exchanged for, (e.g. TV time, chocolate, internet use)

5. Set the reinforcer cost i.e. determine how many tokens are required for each reinforcer